

CLAIMS

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1. Data signal for modifying a graphic scene, an assembly of at least one graphic object, defined by at least one field, said objects corresponding to primitives used by the means of constructing an image to show said graphic scene on at least one screen, intended for image construction means that can be shown (16) on at least one screen, characterized in that said signal comprises frames for up-dating (13) the graphic scene, certain of said frames including a command (63, 64) for replacement of the existing graphic scene by a new graphic scene.

2. Signal according to Claim 1, characterized in that said frames (13) also carry at least one of the commands (21) belonging to a group comprising the following commands :

- insertion of an element of said graphic scene
- modification of an element of said graphic scene
- deletion of an element of said graphic scene

said means of construction up-dating said scene in relation to said up-date frames.

3. Signal according to Claim 2, characterized in that said commands for insertion of an element include commands for the insertion of at least one of the elements belonging to the group comprising :

- insertion of a new object
- insertion of a new value into an existing vector field;
- insertion of a new connection between two fields of two existing objects ("ROUTE").

a 4. Signal according to ^{claim 2} ~~any one of Claims 2 and 3~~, characterized in that said commands for the deletion of an element comprise deletion commands for at least one of the elements belonging to the group comprising :

- deletion of an existing object
- deletion of a value in an existing vector field;

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8. A device (16) for the restitution of a graphic scene, intended to be shown on at least one screen, characterized in that it comprises means of up-dating said scene, from frames (13) for up-dating said graphic scene, that carry at least one of the commands belonging to the group comprising the following commands :

- insertion of an element of said graphic scene;
- modification of an element of said graphic scene;
- deletion of an element of said graphic scene;
- replacement (63, 64) of the existing graphic scene by a new graphic scene.

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